Claims

1. Method for coding a presentation description of audio
    signals, comprising:
         generating a parametric description of a sound
    source including information which allows spatialization
    in a 2D coordinate system;
         linking the parametric description of said sound
    source with the audio signals of said sound source;
    characterized by
         adding an additional 1D value to said parametric
    description which allows in a 2D visual context a
    spatialization of said sound source in a 3D domain.

2. Method according to claim 1, wherein separate sound
    sources are coded as separate audio objects and the ar-
    rangement of the sound sources in a sound scene is de-
    scribed by a scene description having first nodes corre-
    sponding to the separate audio objects and second nodes
    describing the presentation of the audio objects and
    wherein a field of a second node defines the 3D
    spatialization of a sound source.

3. Method according to claim 1 or 2, wherein said 2D coor-
    dinate system corresponds to the screen plane and said
    1D value corresponds to a depth information perpendicu-
    lar to said screen plane.

4. Method according to claim 3, wherein a transformation of
    said 2D coordinate system values to said 3 dimensional
    positions enables the movement of a graphical object in
    the screen plane to be mapped to a movement of an audio
    object in the depth perpendicular to said screen plane.

5. Method for decoding a presentation description of audio

signals, comprising:

receiving audio signals corresponding to a sound
source linked with a parametric description of said
sound source, wherein said parametric description
includes information which allows spatialization in a 2D
coordinate system;

characterized by

separating an additional 1D value from said
parametric description; and

spatializing in a 2D visual context said sound
source in a 3D domain using said additional 1D value.

6. Method according to claim 5, wherein audio objects rep-
resenting separate sound sources are separately decoded
and a single soundtrack is composed from the decoded au-
dio objects using a scene description having first nodes
corresponding to the separate audio objects and second
nodes describing the processing of the audio objects,
and wherein a field of a second node defines the 3D
spatialization of a sound source.

7. Method according to claim 5 or 6, wherein said 2D coor-
dinate system corresponds to the screen plane and said
1D value corresponds to a depth information perpendicu-
lar to said screen plane.

8. Method according to claim 7, wherein a transformation of
said 2D coordinate system values to said 3 dimensional
positions enables the movement of a graphical object in
the screen plane to be mapped to a movement of an audio
object in the depth perpendicular to said screen plane.

9. Apparatus for performing a method according to any of
the preceding claims.